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century with new concepts
in video technology.

CINEMATRONICS INC.

Takes you into the 80's with a whole new concept in video excitement.

RIPROCK

BOO! Game Manual

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Getting Started

1. Insert the Rip-Off™ cartridge into your ATARI® 7800™ ProSystem as explained in your Owner's Manual, and turn on your console.
2. Plug a controller into the left controller jack for one player, and another into the right controller jack for two players.
3. Press [Select] or move the controller handle left or right to choose a one or two-player game and select the skill level: Easy, Normal or Hard.
4. Press [Reset] or the left controller button to start the game.
5. Press [Pause] to pause the game, press it again to resume play.
6. Moving the controller handle left or right will cause your ship to rotate in the same direction. Use the left fire button to thrust forward. Use the right fire button to shoot at the pirates.

Playing The Game

Your pirate-destroying ship will appear on the right side of the screen. In a two player game, a second pirate-destroying ship will appear on the left side of the screen. Your canisters will be in the center. You must guard your canisters from the pirates who will try to steal them. The pirates can appear from anywhere on the screen. Steer your ship with the joystick for left and right rotation. Move your ship forward by pressing the left button or up on a single button joystick. Press the right button to fire lasers at the pirates. The pirates can be destroyed by colliding with them, but you will then have to wait for your new pirate-destroying ship to appear before you can fire more lasers. The game is over when all the fuel canisters are stolen.

Skill Levels

As you pass each six waves of pirates, you start with the first pirate wave again, and the pirates start at a faster speed until all six pirate waves are at the maximum speed.

On the 'Easy' Skill level: You start out with one pirate per round and one round per wave. This applies for both one and two-player games. You have to defend 8 canisters.

On the 'Normal' skill level: For one-player games, you start out with two pirates per round and one round per wave. For two-player games, you start out with all three pirates per round and two rounds per wave. You have to defend 8 canisters.

On the 'Hard' skill level: You start out with all three pirates per round and two rounds per wave. This applies for both one and two-player games. You have only 4 canisters to defend, and the pirates have an increased speed.

Scoring



10 POINTS + BONUS LEVEL



20 POINTS + BONUS LEVEL



30 POINTS + BONUS LEVEL



40 POINTS + BONUS LEVEL



50 POINTS + BONUS LEVEL



60 POINTS + BONUS LEVEL

Strategies

- ⇒ In two player games, have one person stay near the canisters to defend them, and have the other chase after the pirates. You have a better chance of survival (and a higher score) if you split up your duties.
- ⇒ In one player games, it helps to sit in the middle of your canisters and fire around as the pirates approach.
- ⇒ At the start of a level, if you hear the pirates' laser but do not see them, move! That means they are just behind you off-screen and will kill you with their laser before you see them.
- ⇒ Try to kill a pirate that has taken a canister directly in line horizontally with your starting point. This way if you get killed you can start shooting immediately after you re-spawn without have to worry about moving.

A BIG THANK YOU TO PAC-MAN-RED FOR THE PLAYER AND PIRATE GRAPHICS FOR THIS GAME.

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- * Approved before, space that are the same, about the. * Space indicates the same type of answer.
 * For the Super Formula, give that up. In general, always, and never, from space up.
 * More space in the same direction, about, about, etc.